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6M in Management Education

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Abstract

Creativity, it is like the other human qualities, it can be educated and developed and put in value, and creativity always represents a source of power and energy. The computer replaced the books, the cartoons and movies replaced the pleasure of reading, we have to find new methods to make a fishing game attractive for students, from a symbolic game to the target result. Even if the computer created an imaginary world, he will never replace the teachers place, the smile, and the emotions of the answer and the good remarks of the teachers. The 6 M method can be used by everybody; the method doesn't need a big effort and can be applied to different types of classes and different categories of students. The 6 M are: methods, materials, motivation, meditation, mind, and mass media.

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1. Introduction

In the rapidly running of human person and his machinery to other planets we use huge resources to make all this dream come truth. As we can observe our society is in a continuing movement and modification, in an age of computers. Will we be able to pass this sock wave of future? Will we be able to adapt to this? The new shape of society can be seen in the unclear future.

The parents hope that the education will prepare their children for the future life style. The teachers warn the young generation about the deficit of the actual system, all the institutions give warm recommendations to go to school insisting on the matter that now more then ever the future depend on the end of studies.

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The factories will disappear, even the clock.....the future technology doesn't need anymore millions of semi knowledge people who will repeat on the same time the same operations, but will need people who can feel the future.

If we will not realize a control in the future evolution, the adult person of tomorrow, the student of today will not be able to handle all the changes more tumultuous than today. Regarding the education the lesson it is very clear, the principal object it is to increase the capacity of adaptation of each person to be able to adapt as soon as possible and easy to each new influence because we are not learning for school, but we are learning for tomorrow...

The image which each student will have in the future must interest us, each of them keep in their mind, not only a personal image about himself in the moment when he is student but also a lot of images about how he wants to be in the future.

This future character is kept in the child's mind and the teacher it is the center of his future model.

The student is taught about the past, the maps help him to situate himself in the universe, he learns about the ancient period, he learns about a lot of wars from history, but in the end even if he passes the class, the school year, the vocational school, for him the time will stay by. The student is oriented for the future; he is in a hybrid stage even in his mind.

Our main role is to prepare them for the reality of tomorrow which is waiting for them after they enter in the real life, on the work market.

If the student is prepared or not for the necessities of the economical market which turn their grandparents world and shock their parents with all the new information is the most important thing for us.

We use the notion of new intelligent state in economical field but to use the same receipt in schools takes a long way to be done.

Even us, the teachers using different tools and instruments and full of creativity we are trying to do these things by a new beginning and harmonization with the needs implemented by the European principles.

Not only from the economical dimensions it is necessary to improve the quality management but also the strategy in education, in the class and school in the same time.

Creativity, it is like the other human qualities, it can be educated and developed and put in value, creativity always represents a source of power and energy.

The computer replaced the books, the cartoons and movies replaced the pleasure of reading, we have to find new methods to make a fishing game attractive for students, from a symbolic game to the target result.

Even if the computer created an imaginary world, he will never replace the teachers place, the smile, and the emotions of the answer and the good remarks of the teachers.

2. Methodology

2.1. The Purpose of the Research

There are three aspects of education for this period:

- Promoting innovation related to: teaching methods and subject areas, management of schools, guidance and counseling, pedagogical use of ICT.
- enhancing quality in the teaching;
- Finding better ways to meet the educational needs of specific learner groups.

For that reason we develop a project to find the school task to *find a bridge between our students*,

Objective: to develop and reinforce the European dimension of school education;

Format: Gheorghe Lazar High School Baia Mare, Romania

Aria: any theme or topics of common interest to the participating schools.

Starting from my experience with the school students, I realized that the magic key for the implementation of a quality management in education processes it is the 6M.

It is necessary to find new solutions more attractive for our students which are boring very quickly and there are restless if they are not involved in some interesting actions.

The 6 M method can be used by everybody; the method doesn't need a big effort and can be applied to different types of classes and different categories of students.

The 6 M are: 1. methods, 2. materials, 3. motivation, 4. meditation, 5. mind, and 6. mass media. Our mission in this period is to be between the computers and books in a way of developing the imagination and creativity of each individual student and as a group key.

2.2. The Methodology of the Research

The research was made with the students from V-VIII grade from Gheorghe Lazar secondary school, and it takes one year for each type of classes, when

I teach Technological Education as a discipline for young generation which trying to help students to find their practical abilities and their future vocational orientation.

2.2.1. Methods

They are very different and we have a lot of instruments and examples of how to use them and which of them to use, considering the children's visual, hearing and manual abilities.

By centering teaching on the student's abilities and developing each personality we can improve our feed back and attract them in a play role and the result is 100 % guarantee.

A short inventar of the interactive methodology: brainstorming, the Snow ball, the Investigation, the Project, the Case study, I know, I wanted to know, I learn, the Galery tour, the Talk show, the Grapes, the play role, portfolio, etc.

This methods can be used in function of the type of the class and students, but the results are same to each methods, our students like and want to participate.

2.2.2. Materials. Case study

Nowadays we have a lot possibilities, even if we don't have a computer we have books and we can use them to teach the students.

The target is to teach them how to use and make their own world and their one values.

We can use a lot of materials (even a newspaper), all we need is to have as a subject of connection with different knowledge of students, for example: only by using a simple white paper and a color square we can make a wonderful experience of fantasy and stimulate their imagination.

We can start the lesson with a practice sample :

- Create a composition starting with a square,
- You have to cut it out , dividing it in seven different geometrical figures;
- Now you have to name your composition;
- List the geometrical figures.

It is amazing to see the imagination of our students and the spirits of the workshop, in figure 1.I present the steps of the exercises figure 1.a. the initial square paper and the final results in figure 1.b,c,d,.

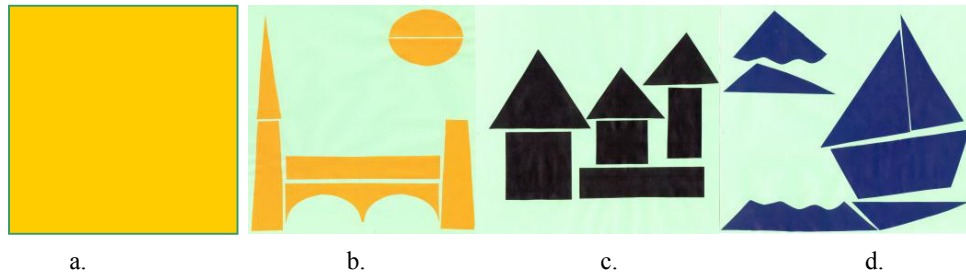


Figure 1. a. The initial square shape , b. Istanbul Bridge, .c. My grandparents house, d. On the sea
Source: Author Technological Education Book, 2000

We can put the final results of students on the class walls, and at the end of the semester we can see the feed back and evolution of each student.

Also it is a good exercise to establish the interdisciplinary knowledge of our students.

The exercises have the same impact to the teachers when they are training in that kind of education by using *the play* as a tool in education.

In this way we will make the connection with: mathematical knowledge- beginning with the square, the notion of division, and the handcraft abilities of student, the creativity and imagination in the realization of the thematic play.

The final result will be the application of The Gallery method, because at the end of the practice exercises we will put all the results on the class wall and then we will simulate a walk in the gallery and have a talk show about the colleagues' realizations ideas.

2.2.3. Motivation

It is a problem for our restless students, now when the market jobs flow all time and to find a work place it is a problem especially now when in every minutes a new discovery in different fields it is done.

Our mission is to explain them that the target at the end of school is to have a big baggage with knowledge and have some options regarding his future professional orientation.

How we can motivate our student by make himself to know better his capacities and his abilities and to know exactly what to do and where to go after the end of school ? only by put him to discover the information with our help.

2.2.4. Meditation

If we teach them step by step to know themselves and their work capacity we can teach them how to make their dreams become reality. For our indigo students which are boring very quickly and have always a lot of questions we can use another method from 6M and give them as a team group a homework, to make an investigation, or to realise a project, some of them are successfully:

- **What will be happening if there is no paper anymore ?**

-the connection with the computer, the protection of nature.

- **Which will be the future of combustion ?**

-the effects of pollution, and the alternative combustion.

- **Which is the history of writing ?**

-the connection from the old writing and the computer as a quickly communication.

- **Which is the history of money ?**

-again we can start from the actual money and the great personality from each of them,

-the connection with the symbols and the history, literature.

- **The history and the future evolution of car?**

- **The history of computer ?**

In this way we can teach them to work in team to assume a responsibility in workshop, to use the books, the

internet, different articles, newspapers.

The presentation of the projects in front of their colleagues will be a wonderful occasion to show their potential and to make them to communicate all their ideas.
Be sure you have what to see !

2.2.5. Mind

We have to explore the individual entity of our student, now more than ever when they don't like anymore to read a book and prefer to take from website the informations. We can use all this potential of their mind and make them discover the mystery from books and make their own decision and their virtual shape of different thematic suggestions. Using the 6M, we can teach them a new alternative.

2.2.6. Mass –media

It is our important tool which can be used especially now, by a motivated mission. Of course mass media will help us as a instrument to attract students in the mirific world of books and knowledge.

The computer help us to present our ideas and make our students to be curious to know each other, in order to realise this European dimension in teaching and education in the our schools. Our group discussion *secret-abilities*, 'google' group, try to give a new dimension and discover our students common points, and know each other culture and change their thoughts and child dreams, which are the same.

3. Findings

As a conclusion our **HOMEWORK ...or receipt of success** can be:

1-Ingredients: 1 piece of PC, 1 piece of internet, some creativity, some inspiration and lot of optimism, lot of patience,

2-Preparing mode

- search, extract information and store it in a safe place,
- know to listening the students wishes,
- In case of success it has to be served together with the team.

4. Conclusion

Our conclusion, after the implementation of this kind of management in classes, is that the students are more creative; they realize their own world and discover themselves and their abilities and wishes.

They are very interested and they come with pleasure at school especially to these classes when they are working in a team with their colleagues.

We observed that the playing attracted students and keep their attraction to the teaching act and in the final from pedagogical point of view we can teach them and obtain the results the feed back.

Also we can improve our 6M method using the Juran (2003) Quality Spiral with another important M, taking in consideration the class management change and the 8M's –micro environment the class environment which can stimulate the students imagination and creativity after Mircescu (1997) exercises.

Acknowledgements

All the examples are made by the students age 12-15 age (200 students from Romania) and also with teachers involved in adult training education in a new curricula Technological Education from Maramures Region (100 teachers).

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